

Optional Goal: Comic Life

Overview: Your school computer contains a program called “Comic Life,” which can be used to create comic-book style presentations. In this optional goal, you will:

- View at least one Comic Life tutorial video
- Read through at least one Comic Life tutorial pdf (or other written form)
- Create a Comic Life “comic book” to explain ONE difficult concept to other grade 9 students. This book will include some required elements (see below).

Requirements:

Imagine that you are tutoring one of your classmates. This friend doesn’t understand some important concept from one of your courses—but is going away on holidays, and won’t be able to contact you for more explanation. You will have to create a Comic Life project to explain the concept—the friend can take this on holidays and review it.

Your Comic Life project should include:

- An explanation of a complete concept from a school course
- Different kinds of lettering
- Consideration of the elements and principles of design
- Both photos and drawings
- Customization (style, changes in layout)
- A clear title page (which includes your first name, the topic you’re covering, and either “per 2” or “per 7”)
- Correct citation (in MLA style) of all sources used in creating your comic (textbooks, online sources, photo and drawing credits, etc)
- Proper exporting procedures—if you just “SAVE,” you will not be able to put this project into your e-portfolio.

Steps:

1. Using a browser, find a video tutorial for Comic Life. View it. Be aware that the version of Comic Life we have a) is on IBM-type PCs (not Macs) and b) is older (does not support video). Still, most of the ideas in “newer” tutorials will transfer over pretty well to what you’re about to do.
2. Using a browser, find a print tutorial on the Web for Comic Life. Look it over. Save it! You probably don’t have to read every page (I found one that was 52 pages!), but it’s handy to have in case of questions. Again, it’ll probably be for a newer version of Comic Life, but the main ideas will apply.
3. Decide what topic you might want to explain through this project. Remember, it should be a school topic. You may get permission IN ADVANCE for a topic not on the list below, if these don’t appeal to you.
4. Do some research on your topic. Make sure you understand what you are trying to teach!
5. Create your project.
6. Export it correctly and add it (and the reflection piece) to your e-portfolio.

List of topics:

There are other topics that are just as valuable which don't appear on this list. The best topic to choose is *one you struggled with* for two reasons: a) you know where the hard bits are, so you can explain them to someone who struggles, and b) it will help you cement the concept in your own mind, so you are sure to have really mastered it (better mark on your final exam, and in the course next year...).

French

- Conjugating the imperative
- Conjugating the futur proche
- Conjugating the passé composé
- Conjugating the present tense
- Using « à, en, au, aux »
- Using « de, d', de la, des »
- Adjective placement and agreement
- Comparatives and superlatives

Science

- Cell Division
- Explain the atomic models of Dalton, Rutherford and Bohr
- Kinetic Molecular Theory and states of matter
- Circuits: Parallel and Series (voltage, resistance, current)

Math

- Order of Operations
- Exponent Laws
- Operations with Fractions
- Calculating Square Roots
- Steps for solving word problems
- Solving linear equations
- Finding the surface area of a house

Social Studies

- Who won the War of 1812?
- Napoleon's story
- The Glorious Revolution
- The French Revolution
- The Fur Trade in Canada (HBC vs NWC)
- Ethnography of one Native group
- The American Revolution

Done?

When your Comic Life Optional Goal is completed, be sure to complete the reflections piece and post both of them in your e-portfolio. Let me know (via the form on the wiki), so that I can go take a look and assess the project.

Please note that there is no "minimum" number of pages, or "maximum" for that matter. The important things are that you explore the subject THOROUGHLY, use all the features of Comic Life to make your presentation interesting, and keep in mind the principles and elements of design as you work.